

AMENDMENT TO THE CLAIMS

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
7. (Canceled)
8. (Canceled)
9. (Canceled)
10. (Canceled)
11. (Canceled)
12. (Canceled)
13. (Canceled)
14. (Canceled)
15. (Canceled)
16. (Canceled)

17. (Canceled)
18. (Canceled)
19. (Canceled)
20. (Canceled)
21. (Canceled)
22. (Canceled)
23. (Canceled)
24. (Canceled)
25. (Canceled)
26. (Canceled)
27. (Canceled)
28. (Canceled)
29. (Canceled)
30. (Canceled)
31. (Canceled)
32. (Canceled)

33. (Canceled)

34. (Canceled)

35. (Canceled)

36. (Canceled)

37. (Canceled)

38. (Canceled)

39. (Canceled)

40. (Canceled)

41. (Currently Amended) A method of instantiating and initializing a programming object, the method comprising:

selecting an object data set for an object from a plurality of object data sets for the object's class, each object data set including the same unique identifier for the object's class, where only objects of the object's class can be instantiated using the unique identifier, wherein selecting an object data set comprises:

locating the object data set;

instantiating an object token separate from the object; and

initializing the object token to point to the object data set;

instantiating the object based on the unique identifier; and

initializing the object using at least one attribute in

the selected object data set.

42. (Canceled)

43. (Currently Amended) The method of claim ~~41~~<sup>42</sup> wherein instantiating the object comprises calling an instantiation method exposed by the object token.

44. (Original) The method of claim 43 wherein initializing the object comprises having the instantiation method of the object token call an initialization method exposed by the object to set a pointer to the object token in the object.

45. (Original) The method of claim 44 wherein initializing the object further comprises having the initialization method in the object access attributes through the pointer to the object token and having the initialization method use at least one accessed attribute to initialize the object.

46. (Previously Presented) A computer-readable medium having a computer-loadable data structure, the data structure comprising:

- a first set of object data for an object class wherein the first set of object data comprises a first entry containing a unique identifier for the object class that must be known in order to instantiate an instance of the object and at least one attribute of the object class; and
- a second set of object data for the object class wherein the second set of object data comprises a second entry containing the same unique identifier for the object class as the first entry and at least one attribute of the object class that is

different from the at least one attribute of the first set of object data.

47. (Canceled)

48. (Original) The computer-readable medium of claim 46 wherein one of the attributes is a data file for initializing the object.

49. (Original) The computer-readable medium of claim 46 wherein the first set of object data is located on a first computer and the second set of object data is located on a second computer.

50. (Original) The computer-readable medium of claim 46 wherein the first set of object data and the second set of object data are both found in a registry in a local computer.

51. (Original) The computer-readable medium of claim 50 wherein the first and second sets of object data are both found under a Tokens key.

52. (Previously Presented) A computer-readable medium having a computer-loadable object token comprising:

computer-executable instructions for setting the object token to point to a set of object data related to an object;

computer-executable instructions for retrieving attributes from the set of object data;

computer-executable instructions for instantiating the object based on a unique identifier in the set of object data; and

computer-executable instructions for passing a pointer

to the object token to the object.

53. (Canceled)

54. (Currently Amended) The computer-readable medium of claim 5253 wherein the computer-loadable object token further comprises computer-executable instructions to cause an instantiated object to initialize itself by passing requests to the object token to retrieve attributes from the set of object data.

55. (Canceled)

56. (Previously Presented) A computer-readable medium having a computer-loadable token enumerator comprising:

computer-executable instructions for locating object attributes for an object that are located outside of a static attribute storage location;

computer-executable instructions for instantiating an object token;

computer-executable instructions for initializing the object token to point to the object attributes; and

computer-executable instructions to provide to an instance of the object a pointer to the instantiated object token as reference to the object attributes.